

## (12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property  
Organization  
International Bureau



(43) International Publication Date  
24 June 2004 (24.06.2004)

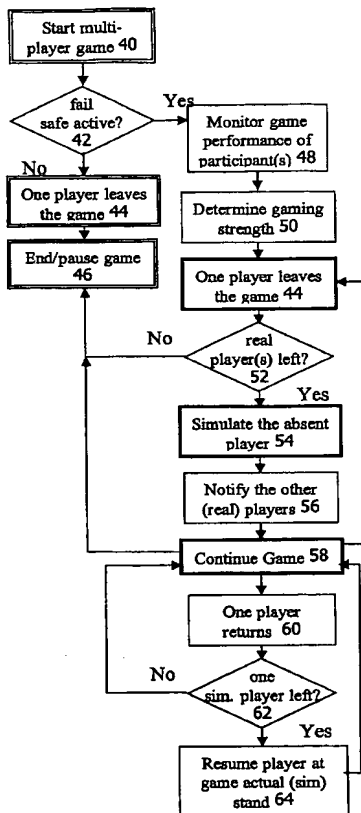
PCT

(10) International Publication Number  
**WO 2004/052483 A1**

- (51) International Patent Classification<sup>7</sup>: **A63F 13/12** [DE/DE]; Oskar-Hoffmann-Strasse 108, 44789 Bochum (DE).
- (21) International Application Number: PCT/IB2002/005235 (74) Agent: **KURIG, Thomas**; Becker, Kurig, Straus, Bavariastrasse 7, 80336 München (DE).
- (22) International Filing Date: 10 December 2002 (10.12.2002) (81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, OM, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.
- (25) Filing Language: English
- (26) Publication Language: English
- (71) Applicant (*for all designated States except US*): **NOKIA CORPORATION** [FI/FI]; Keilalahdentie 4, FIN-02150 Espoo (FI).
- (84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE,
- (72) Inventor; and
- (75) Inventor/Applicant (*for US only*): **SERAFAT, Reza**

[Continued on next page]

(54) Title: METHOD AND DEVICE FOR CONTINUING AN ELECTRONIC MULTI-PLAYER GAME, IN CASE OF AN ABSENCE OF A PLAYER OF SAID GAME



(57) Abstract: The present invention is related to a method and a device for continuing and simulating an electronic multi-player game, i.e. an electronic game that involves more than one player or participant, if one of said players leaves the game. The invention is for special use in the field of mobile terminal devices, communication networks such as the internet and other mobile networks. The method for continuing a multi-player game in case of an absence of a player participating in said game according to invention comprises running a multi player game application receiving an indication that said player taking part in said multi-player game is absent, and continuing the game by simulating the participation of said player who is actually absent. So it is possible to continue a multi-player game, if one of the game partners intends to pause or to leave the game party. In such cases the at least one remaining game partner can continue the game playing against a game partner that is actually simulated by the gaming device.



ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, SI, SK,  
TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ,  
GW, ML, MR, NE, SN, TD, TG).

*For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*

**Published:**

— *with international search report*